

(19) World Intellectual Property Organization  
International Bureau



(43) International Publication Date  
1 March 2001 (01.03.2001)

PCT

(10) International Publication Number  
**WO 01/14027 A1**

(51) International Patent Classification<sup>7</sup>: A63F 3/02, 3/00

(21) International Application Number: PCT/GB00/02746

(22) International Filing Date: 17 July 2000 (17.07.2000)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:  
9919551.3 19 August 1999 (19.08.1999) GB  
0002705.2 8 February 2000 (08.02.2000) GB

(71) Applicant and

(72) Inventor: HARPAZ, Yehouda [GB/GB]; 129 Corrie  
Road, Cambridge, Cambridgeshire CB1 3QQ (GB).

(81) Designated States (national): AE, AG, AL, AM, AT, AU,  
AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CR, CU, CZ,

DE, DK, DM, DZ, EE, ES, FI, GB, GD, GE, GH, GM, HR,  
HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR,  
LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ,  
NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM,  
TR, TT, TZ, UA, UG, US, UZ, VN, YU, ZA, ZW.

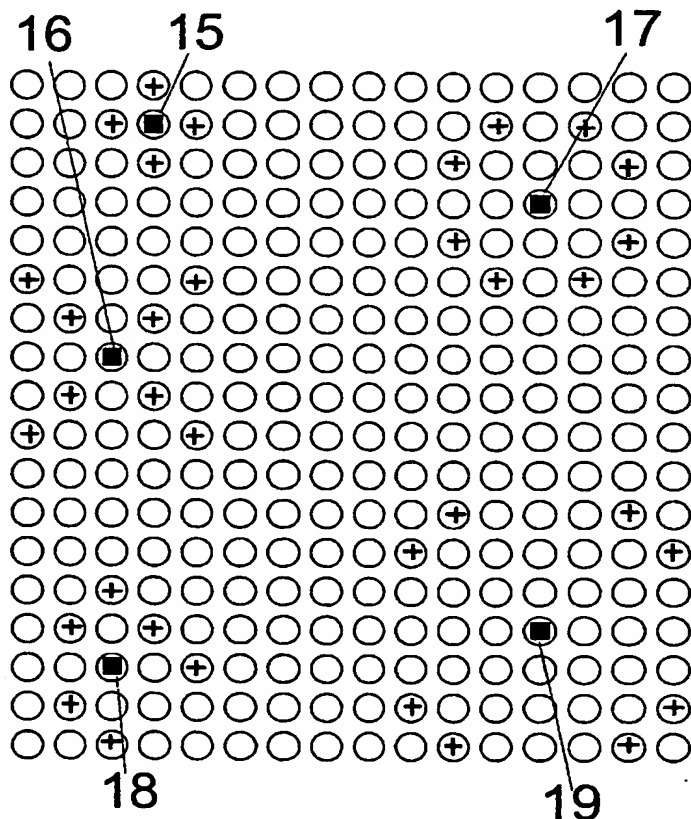
(84) Designated States (regional): ARIPO patent (GH, GM,  
KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZW), Eurasian  
patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European  
patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE,  
IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG,  
CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG).

Published:

— With international search report.

For two-letter codes and other abbreviations, refer to the "Guid-  
ance Notes on Codes and Abbreviations" appearing at the begin-  
ning of each regular issue of the PCT Gazette.

(54) Title: GAMES GRID BOARD



(57) Abstract: A board is made of many grid points (1 and 2) arranged in a grid on a flat surface (6), and connected to a game manager (3) (a CPU+memory+software). Each grid point notifies the games manager when it is pressed, and the games manager can illuminate each grid point by one of two colours. The boards play a game in which the game starts with an equal number of points illuminated in each of the two colours. Each player in their turn presses a point, and in response the games manager switches of some points (possibly none) and potentially changes the colour of some other points. When all the points that are illuminated are illuminated in the same colour, the player of this colour wins.

TECOT

WO 01/14027 A1